

SYSBPM - Object Directory Information

This function is used to display the full directory of an object currently contained in the buffer pool.

To invoke Object Directory Information

- On the SYSBPM Main Menu, enter Function Code **I** and specify an object:
see the valid field input values as described in the section Invoking and Operating SYSBPM.

Or, in the command line, enter
`DISPLAY DIRECTORY library-name object-name dbid fnr.`

The Object Directory Information screen is displayed.

Below is information on the Object Directory Information screen:

- Fields
 - Functions
-

Fields

The Object Directory Information screen provides the following fields and information on a specified object:

Field	Explanation
Directory of	The type (for example, map) and name of the object.
Loaded from Library	The name of the library from which the object was loaded into the buffer pool.
Loaded - DBID/FNR	The database ID and file number of the system file FNAT or FUSER from which the object was loaded into the buffer pool.
Loaded on	The date and time when the object was loaded into the buffer pool.
Loaded by User	The ID of the user who executed the object.
Last Action on	The date and time when a user last executed the object.
BP Directory at Address	The storage address of the directory of the object in the buffer pool.
Object at Address	The storage address of the object in the buffer pool.
Allocated Size (KB)	The size that has to be allocated to contain the object. It is a multiple of the text record size.
Object Size	The size of the object.
Status (RLD)	<p>R The object is resident in the buffer pool. Resident means that the object is not deleted from the buffer pool, not even if its Use Count is set to 0.</p> <p>L The object is currently being loaded into the buffer pool.</p> <p>D The object is pending a delete request. It is deleted from the buffer pool as soon as its Current Use Count (see below) is set to 0.</p>
Current Use Count	The number of users currently executing the object.
Maximum Use Count	The maximum number of users currently executing the object since it has been loaded into the buffer pool.
Total Use	<p>The total number of users who have executed the object since it was loaded into the buffer pool.</p> <p>If a BP cache is used, this value is not lost if the object is removed from the buffer pool and saved to the BP cache. Therefore, this value indicates the number of times this object has been used since it was loaded from the system file.</p>
Cataloged	The information displayed in the Cataloged section of the Object Directory screen is identical with the information provided with the Natural system command LIST DIRECTORY as described in the relevant section in the Natural Command Reference documentation.



Functions

On the Object Directory Information screen, in the command line, for the object displayed you can enter any of the direct commands listed below:

Command	Function
<u>F</u> DELETE	Deletes an object immediately from the buffer pool, regardless of its Use Count.
<u>R</u> ESIDENT	Marks an object as resident. Resident means that the object is not deleted from the buffer pool, not even if its Use Count is set to 0.
<u>C</u> LEAR	Releases an object marked as resident.
<u>D</u> ELETE	Marks an object for deletion. See Status D above.
<u>N</u> EXT	Only applies if a range of objects was selected: Displays one object after the other and returns to the screen on which NEXT was entered.